SMOKES

MIRAGE 02-12

DUST 2 13-20

INFERNO 21-26

NUKE 31-36

Febuary 2025

by Braids

MIRAGE SMOKES by Braids

MID - Connector from T

Go towards B and go in corner near stairs.

Line up with the 3rd icon on top piece of carpet, on the left of the icon. Jump throw.

Completely smokess off connector. If you aim too far right it doesn't cover the top.

MID - Window from top mid

Line up corner of metal cage with wood beam 2. from the left. Then line up with center of antenna.

Walk forward untill you hit first intersection of antenna, then throw.

Smokes off window.

MID - Window from T spawn

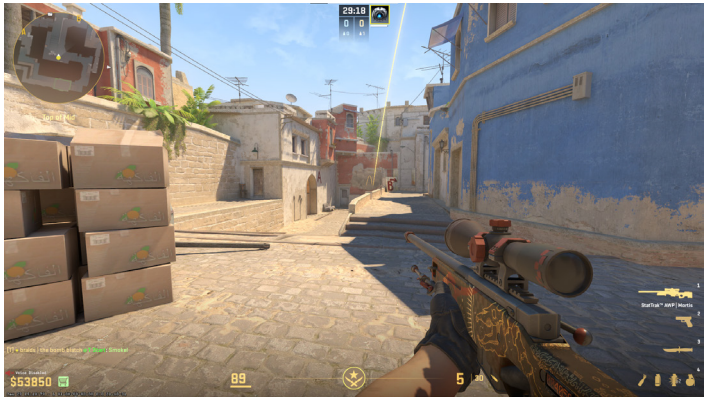
Find corner on T spawn. Go next to trashcan.

Crouch. Aim at the fence of the balcony of the red building

Aim at the top ornament of the fence on the right side of the ornament. Walk forward, still crouched.

Once you reach the bottom of the ornament, jump throw.

Should cover window completely



MID - Top of mid cross from T

Find corner on T spawn. Go next to trashcan.

Line up top of building spike on the left of the screen with center of antenna. Throw.

Smokes off top of mid for cross towards sandbags.

B -

Walk towards mid.

Before you start seeing connector, aim for middle of small wall, towards the top of the wall. Throw smoke.

Smokes off top of mid for cross towards sandbags.

A - Stairs from T spawn (towards palace)

Line up with first beam of last window section going towards palace. Line up with center of beam.

Line up with end of drainpipe that sticks out of building. Jump throw.

Smokes off CT. CT's need to jump onto ticket booth to shoot you.

A - CT from T spawn (ramp)

Line up with center of big pillar towards A ramp

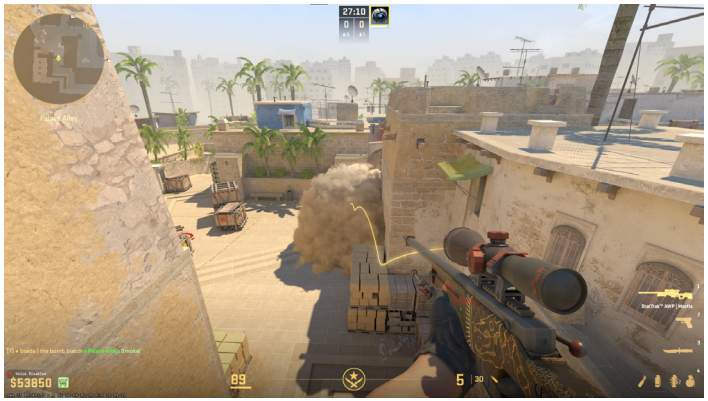
Line up with end of drainpipe that sticks out of building. Jump throw.

Smokes off CT. CT's need to jump onto ticket booth to shoot you.

A - Stairs from T spawn (ramp)

Find the ledge, jump up and line up with center of the beam.

Find center of this rectangle. Throw.



Should smoke stair completely. Big margin for error when lining up. Very forgivable.

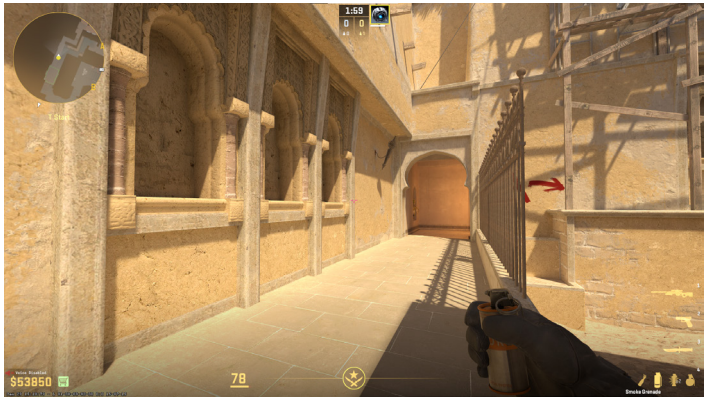
A - Connector/Jungle from ramp ledge

Go to center beam of the ledge at T ramp. Line up with the center of that beam.

Line up like this. Throw.

Smokes off connector/jungle

A - Connector/Jungle from T spawn towards palace



Line up with last beam of last window section going towards palace. Line up with center of beam.

Line up with drain pipe vertically and middle of the arches between poles horizontally. Jump throw.

Smokes off connector/jungle

B - Kitchen door from back of B

Go to corner when coming out of the arch.

Line up with top of most right window.
Jump throw.

Smokes off kitchen door.

B - Kitchen window from back of B

Go to corner when coming out of the arch.

Line up with top of spike.
Jump throw.

Smokes off kitchen window.

Mid - Window from back of B

Wedge yourself in, next to the sandbags

Line up the top left corner of the window-frame on the left with the cable. Throw.

Smokes off short.

B -

Find window when going towards B. Line up with center of center beam.

Line up bottom of antenna with the little ledge sticking out from the tower so that it barely misses the tower. Throw.

Smokes off window.

CT SMOKES

A - Ramp from CT

Go into corner right of tank in CT

Line up edge of wall with top of tower.
Jump throw.

Covers ramp, sometimes tiny hole left side.
Very good for retakes.

A - Palace from CT

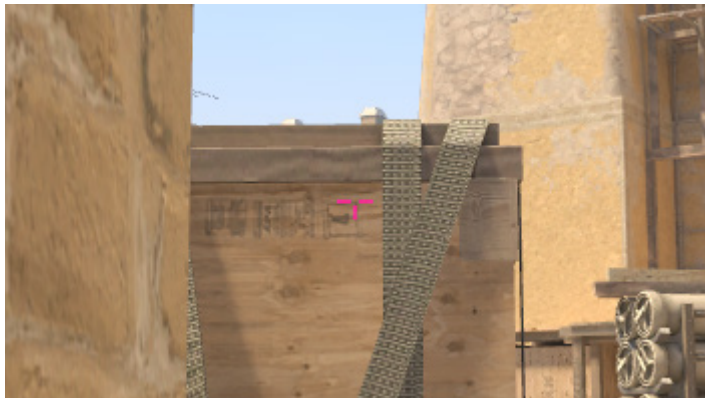
Go into corner right of tank in CT

Aim at intersection of building-roofs.
Jump throw.

Completely covers palace.
Very good for retakes.

A - Ramp from A/CT

Go to corner on A towards CT (other side of barrel).



Aim at top right corner of most right icon.
Throw

Very easy ramp smoke

A - Palace from A/CT

Go to corner on A towards CT (other side of barrel).

Aim at top left corner of ledge sticking out of palace.
Throw.

Very easy palace smoke.

A - Connector from CT

When coming from B for a retake, go to corner of ledge toward CT (right corner).

Line up inside of dark rim of middle building with upper power line.
Throw.

Smokes off connector completely.
Good for retake.

B -

DUST2 SMOKES by Braids

A - CT spawn from Long Doors

Line up with center

Line up horizontally with corner of x (left of screen). Line up vertically with building ledge. Throw

Smokes off CT

A - CT spawn from short

Go to little wall edge of roll door at short.

Aim at top corner of building.
Throw.

Smokes off CT spawn

A - Goose from short

Go into the corner where the right wall intersects the boxes.

Aim up and aim towards the corner of the wooden balcony.
Jump throw.

B - Headshot from short

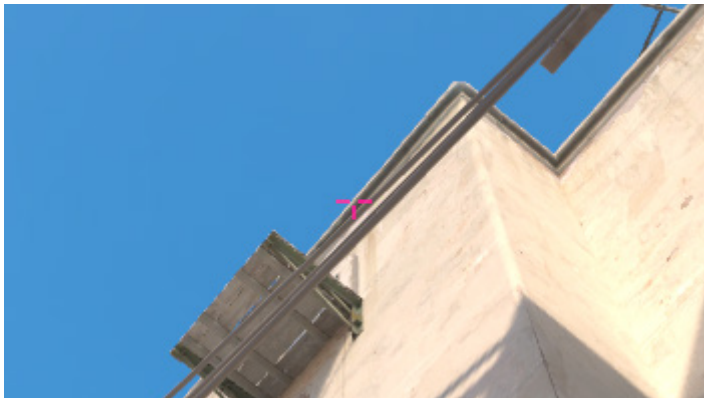
Go into the corner where the right wall intersects the boxes.

Aim at the slot where light comes through where it intersects with a horizontal wood support. Jump throw.

Smokes off headshot.

A - Car from short

Go into the corner where the right wall intersects the boxes.



Aim where the top of the building lines up with the window frame.
Jump throw.

B -

MID - Box from T spawn near Taxi

Line up your boot like that on the corner when going to double doors (building on the right before double doors).

Line up with left edge of straight shadow above door and underside shadow of the edge. Jump throw.

Smokes off Box and doors. Quite precise but very consistent once you have the lineup.

MID - Doors from T spawn near Taxi

Line up your boot like that on the corner when going to double doors (building on the right before double doors).

Line up with bottom left corner of the ledge that's sticking out.

Smokes off mid doors

MID - Box from T spawn wall

Find that stepdown in the wall. Go right up to the wall.

Line up with top left corner of inner ledge. Jump throw.

Smokes off Box and doors.

B -

A - CT cross from double doors

Go into the back corner of double doors (right side when looking towards T spawn)

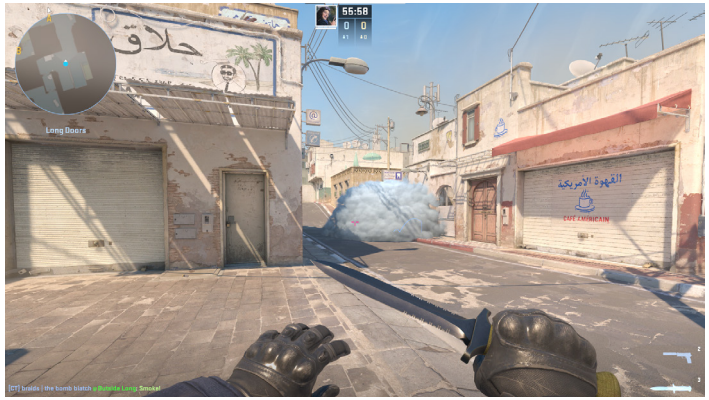
Aim at most top seam of the last arch towards CT, side away from you.
Jump throw.

Perfectly smokes off CT for a cross.
Very consistent.

A - Car from T

Line up your boot like that on the corner when going to double doors (building on the right before double doors).

Line up with top right corner of mural.
Jump Throw



Smokes off car

B - Doors from outside tunnel

Find boxes behind the wall you jump down from

Jump throw

B - Doors from platform towards B

Go into corner of right side of barrels and small ledge.

Aim at top right corner of vase.
Jump throw.

B - Doors from outside tunnel

Line up with right corner of wooden box.

Line up edge of window arch where it intersects street light.
Jump throw.

Smokes off B doors.
It's a bit imprecise but should smoke off doors pretty much every time.

B -

INFERNO SMOKES by Braids

B Site to Banana from T Spawn

Find the scooter near stairs on T spawn and walk into the corner on the right side.

Aim at second clamp.
Jump throw.

Smokes off anyone looking from B site into Banana

B - B Site Coffin from Spawn

Find the scooter near stairs on T spawn and walk into the corner on the right side.

Aim at roof tile where other roof meets.
Jump throw.

Smokes off B Coffin

B - Deep Coffins/Church from Banana

Walk into corner exactly infront of small wall top banana.

Aim at top of the middle pole of the scaffolding.
Throw.

Only Smokes off back of coffins/Church entry, not actual coffins itself.
Good for late take where you cut off rotate.

B - Lower banana from T Spawn

Find Barrel next to B Spawn and walk into corner on barrel right

Find right corner of hut, move up til top of window frame with blinders.
Jump throw.

Smokes off lower Banana

Second mid - Window room from T spawn right side

Stand between posts with back to the wall

Aim at Joist where it meets the arch.
Jump throw.

Smokes off window room

B -

A - Library from bottom mid.

Wedge yourself into the corner of small wall and right wall on bottom mid.

Aim at intersection of roof slant and antenna. Jump throw.

Smoke lands in balcony above library and perfectly smokes off library. If you run smoke goes off 1 second after you arrive.

A - Library smoke from top mid

Go to right corner of building in top mid

Line up corner of white building with center of antenna thats sticking out.
Jump throw

Smokes off library perfectly.

A - Library/Arch from bottom mid

Line up with drainpipe next to small wall in mid.

Aim where arm of lamp intersects with the lamp.
Jump throw.

Smoke bounces on roof and smokes off library/arch

B -

A - Library/Arch from bottom mid

Find Rail of Staircase and walk up to it.

Aim at top of roof tile where it meets the other roof.
Jump throw.

Smokes off top mid low.

B - Top mid from T Spawn

Find Rail of Staircase and walk up to it.

Aim at top of roof tile where it meets the other roof.
Jump throw.

Smokes off top mid deep.

B - Coffins/Church from top of banana

Go to the wall on top of banana (wall in your back).

Line up right pole of scaffolding with top edge of lamp on the left.
Throw.

Smokes off church and coffins. There can sometimes be a tiny sliver on the left of the smoke.

B - CT from top of banana

Go to the wall on top of banana (wall in your back).

Aim the end of the diagonal pole that's sticking out.
Throw.

Smokes off CT

B - Top CT from top of Banana

Walk into corner exactly infront of small wall top banana

Find where roof meets the wire.
Left click.

B - Dark from sandbags

Walk next to the small stack of „sandbags“

Find last sticky-outy-thingy from the drain.
Throw

Smokes off dark

A - Pit from second mid

Find left pillar of window between top mid and top second mid

Find dark spot on underside of roof. Jump throw.

Smokes off pit completely

A - Library from second mid

Find left pillar of window between top mid and top second mid

Aim at top of third clamp of drain pipe. Jump throw.

Smokes off Library from A Spot

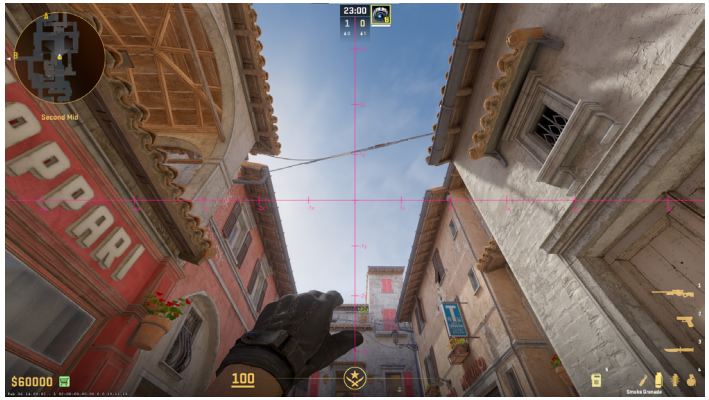
A - Balcony from Apps

Walk into corner of radiator and wall

Aim at left side of pillar near window ledge.
Move one step forward.
Throw.

Smokes off Balcony for waterfall rush.

B -



NUKE SMOKES by Braids

Outside - Garage from top of outside

Go to end of yellow stripes when going outside

line up with building top where it intersects a big box. One step, then while walking, throw.

Outside - Garage from T spawn

Align left foot with corner of top fence on the ground

Align with corner of fence on building. Little bit left now. Then with the top of the light post. Jump throw.

Outside - Secret from T spawn

Align left foot with left corner of fence on the ground

Aim at intersection of metal sheet and the ring. Jump throw.

Completely smokes off secret.

Otside - Top of outside cross smoke

Line up with yellow markings.
Very forgiving.

Aim for intersection of „handle“ and box.

Smokes off red to blue for secret push.

A -

Find arrow on the ground and place your foot on the tip of the arrow.

Aim for railing post, one removed from the corner.

Aim up until you line up with the cable (you can align with smoke crosshair). Jump throw.

Smokess off entry to mini

Outside - Red box from CT

When coming from CT towards outside, go to intersection of yellow lines.

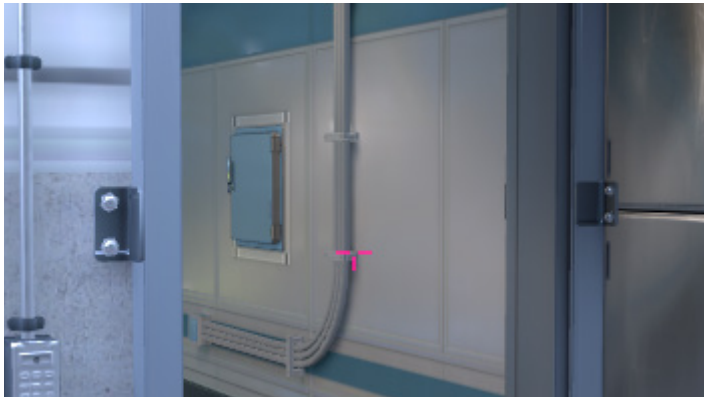
Line up with left corner of mini and power line on top.
Jump throw.

Smokes off for outside rush.

B -

B - Ramp right side (T)

Line up with ramp corner towards right entrance, looking at the metal thing standing on ramp.



Line up with bottom bracket of cable channel. Throw.

Smokes off everything but window.

B - Ramp left side (T)

Line up with ramp corner towards left entrance.

Line up with center bottom of wall seam. Throw.

Smokes off Window, double doors and back of catwalk.

B - Ramp (CT)

When going towards ramp go to the red panel in the corner and line up with the middle.

Aim at bottom line of entrance and vertical line of back wall.
Throw.

Completely smokes off entrance.

B -